

SAVE THE LADY FROM DONKEY KONG

Nintendo

1. Insert coin(s).
2. Select one or two players.
3. Controller moves Jumpman in 4 directions.
4. **Jump button makes Jumpman jump.**
5. If Jumpman reaches top, Donkey Kong takes the lady higher up, and structure changes shape.
6. When a certain structures have been cleared, Jumpman saves the lady.

SCORING VALUE

★ JUMPING OVER

:100 PTS.



★ HITTING WITH HAMMER

:300-800 PTS.



★ PICKING UP

:300-800 PTS.



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- * Bonus points awarded based on time remaining.
 - * Extra Jumpman when you gain a certain points.